DEFIANT
4
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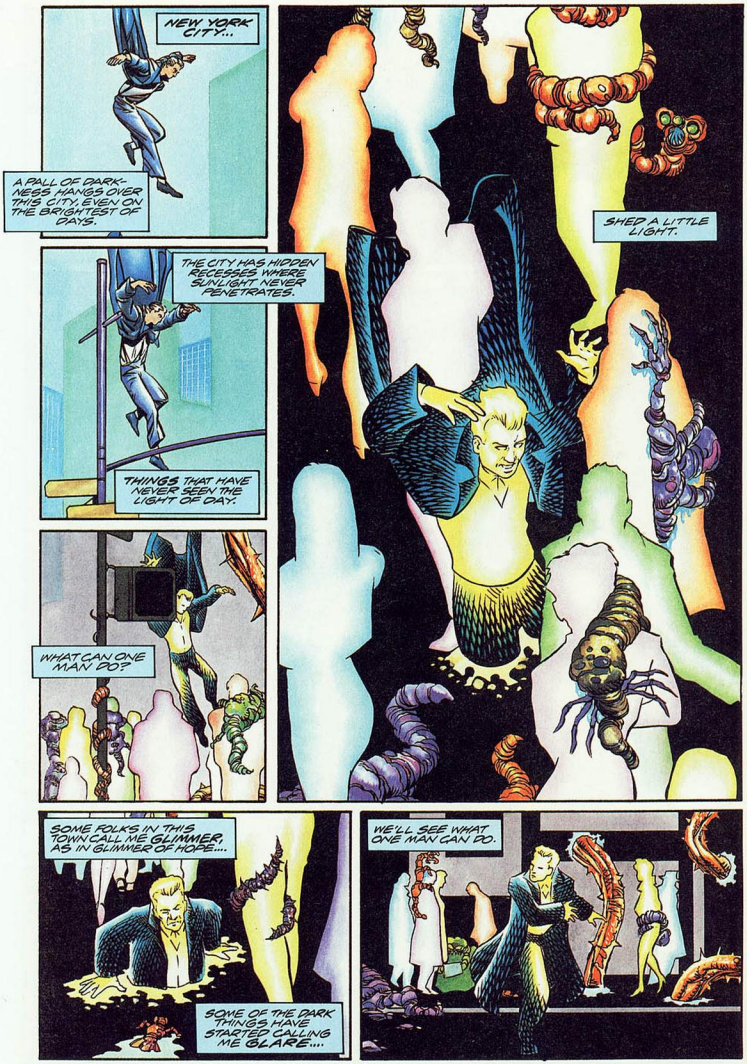
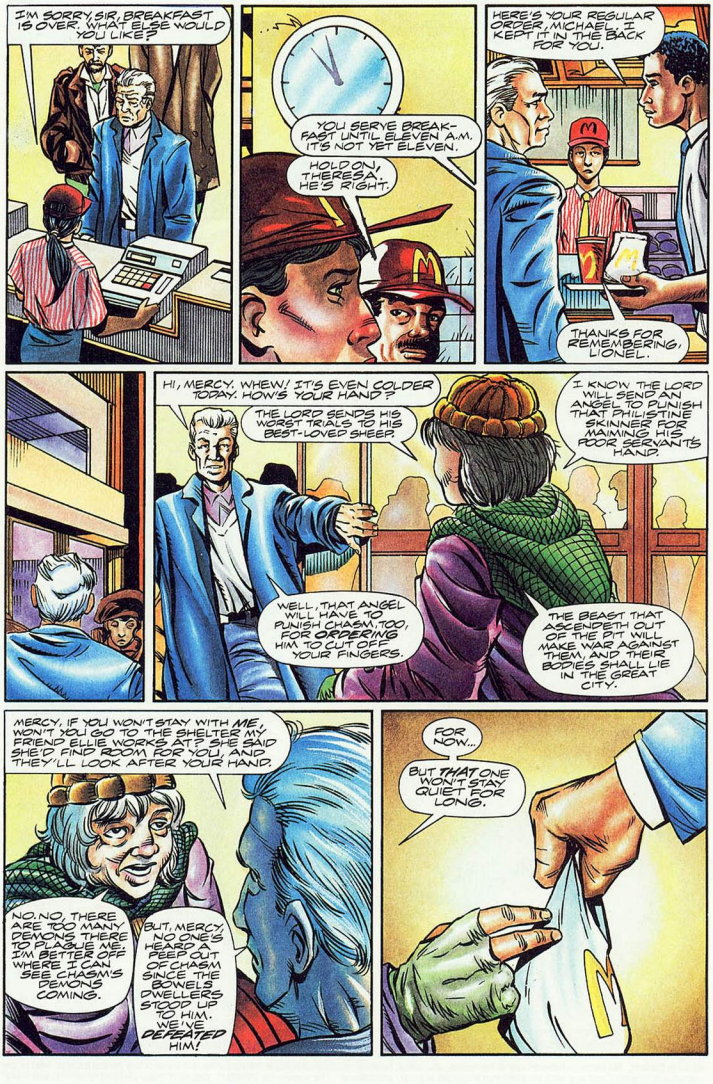
DARK
DOMINION™
Charlie A93
WITHERBY

JANUARY 18, 1994...
Dear Sir: Enclosed is one of the pages of the artwork for the graphic novel I've written, Bad Moon Rising. I hope you enjoy it.
HMM. ALMOST ELEVEN.
PLOTTED BY JIM SHOOTER, JANET JACKSON, AND PHILIP NUTMAN
WRITTEN BY JANET JACKSON
PENCILED BY CHARLIE APLARD
INKED BY KEITH S. WILSON
PAINTED BY OCLAIR
LETTERED BY GEORGE ROBERTS
EDITED BY DEBORAH PURCELL AND ED POLGARDY
BAD MOON RISING
FOXHUNT-- PART ONE


NEW YORK CITY...
A PALL OF DARKNESS HANGS OVER THIS CITY, EVEN ON THE BRIGHTEST OF DAYS.
THE CITY HAS HIDDEN RECESSES WHERE SUNLIGHT NEVER PENETRATES.
THINGS THAT HAVE NEVER SEEN THE LIGHT OF DAY.
WHAT CAN ONE MAN DO?
SHED A LITTLE LIGHT.
SOME FOLKS IN THIS TOWN CALL ME GLIMMER, AS IN GLIMMER OF HOPE...
SOME OF THE DARK THINGS HAVE STARTED CALLING ME GLARE....
WE'LL SEE WHAT ONE MAN CAN DO.


I'M SORRY, SIR, BREAKFAST IS OVER. WHAT ELSE WOULD YOU LIKE?
YOU SERVE BREAKFAST UNTIL ELEVEN A.M. IT'S NOT YET ELEVEN.
HOLD ON, THERESA. HE'S RIGHT.
HERE'S YOUR REGULAR ORDER, MICHAEL. I KEPT IT IN THE BACK FOR YOU.
THANKS FOR REMEMBERING, LIONEL.
HI, MERCY. WHEW! IT'S EVEN COLDER TODAY. HOW'S YOUR HAND?
THE LORD SENDS HIS WORST TRIALS TO HIS BEST-LOVED SHEEP.
I KNOW. THE LORD WILL SEND AN ANGEL TO PUNISH THAT PHILISTINE SKINNER FOR MAIMING HIS POOR SERVANT'S HAND.
WELL, THAT ANGEL WILL HAVE TO PUNISH CHASM, TOO, FOR ORDERING HIM TO CUT OFF YOUR FINGERS.
THE BEAST THAT ASCENDETH OUT OF THE PIT WILL MAKE WAR AGAINST THEM, AND THEIR BODIES SHALL LIE IN THE GREAT CITY.
MERCY, IF YOU WON'T STAY WITH ME, WON'T YOU GO TO THE SHELTER MY FRIEND ELLIE WORKS AT? SHE SAID SHE'D FIND ROOM FOR YOU, AND THEY'LL LOOK AFTER YOUR HAND.
NO, NO, THERE ARE TOO MANY DEMONS THERE TO PLAGUE ME. I'M BETTER OFF WHERE I CAN SEE CHASM'S DEMONS COMING.
BUT, MERCY, NO ONE'S HEARD A PEEP OUT OF CHASM SINCE THE BOWELS DWELLERS STOOD UP TO HIM. WE'VE DEFEATED HIM!
FOR NOW...
BUT THAT ONE WON'T STAY QUIET FOR LONG.

PORT AUTHORITY BUS TERMINAL...
SPARESUMCHANGE... SPARESUMCHANGE...
OW. BRIGHT.
HER NAME IS COOKIE WAZENEGGER-- OR "NUDGE" TO SOME OF HER FRIENDS.
SHE'S COME HOME, BUT IT'S NOT QUITE THAT SIMPLE.
YAAAAH!

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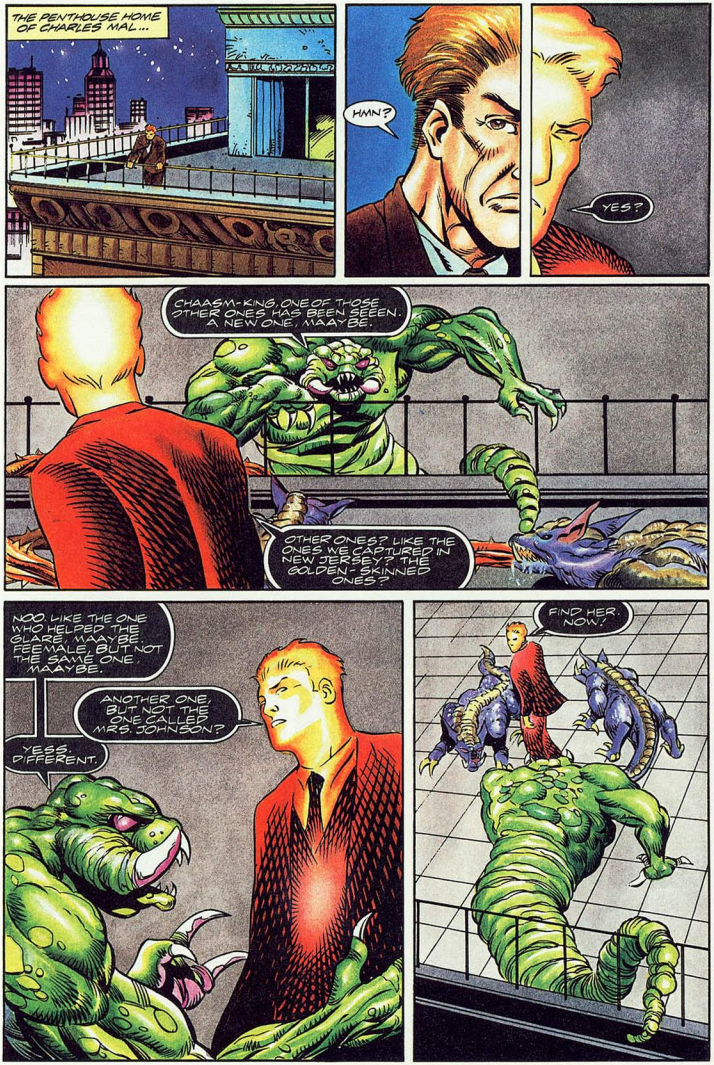
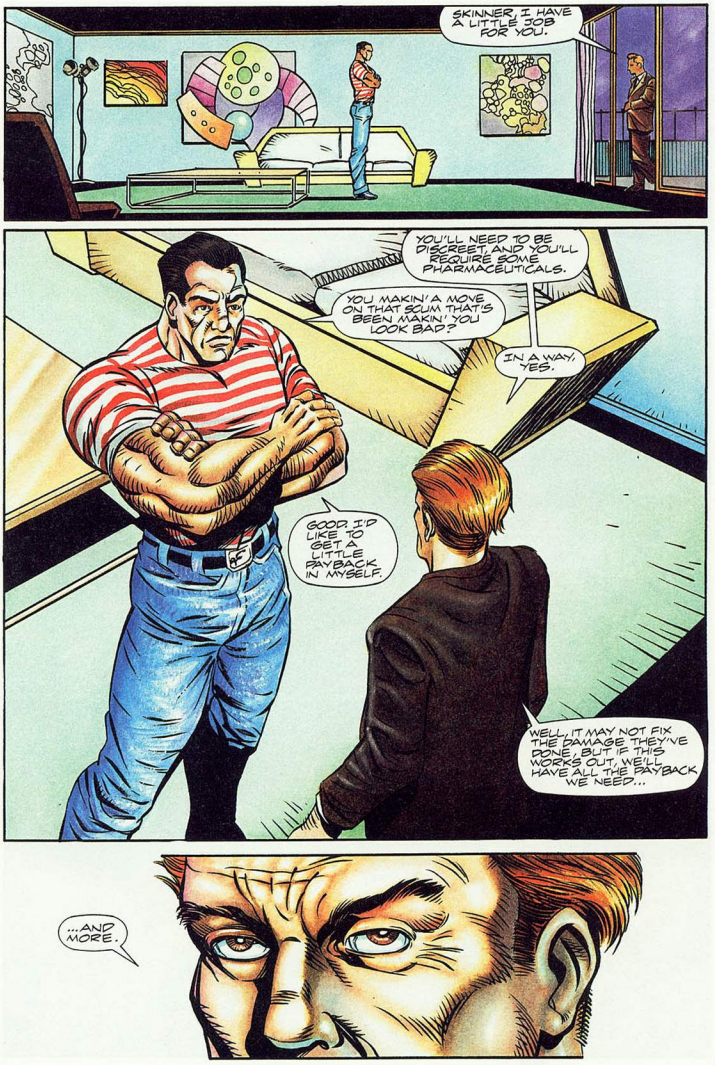
OH! OH! AAAAH!
UH. HUH?
I'M HEARING PEOPLE'S THOUGHTS.
WHY AM I HEARING EVERYONE'S THOUGHTS?!
NO, GO AWAY!
LOOK AT WHAT SHE'S WEARING!
KINDA LOOKS LIKE SHE'S COVERED IN A MUSHROOM, DON'T IT?
DO YOU NEED HELP, MISS?
LET ME OUT, PLEASE!
YAH!
OH, THERE'RE TOO MANY PEOPLE HERE!


THE PENTHOUSE HOME OF CHARLES MAL...
HMM?
YES?
CHAASM-KING, ONE OF THOSE OTHER ONES HAS BEEN SEEEN. A NEW ONE, MAAYBE.
OTHER ONES? LIKE THE ONES WE CAPTURED IN NEW JERSEY? THE GOLDEN-SKINNED ONES?
NOO. LIKE THE ONE WHO HELPED THE GLARE. MAAYBE. FEEMALE, BUT NOT THE SAME ONE. MAAYBE.
ANOTHER ONE, BUT NOT THE ONE CALLED MRS. JOHNSON?
YESS. DIFFERENT.
FIND HER. NOW!


SKINNER, I HAVE A LITTLE JOB FOR YOU.
YOU'LL NEED TO BE DISCREET, AND YOU'LL REQUIRE SOME PHARMACEUTICALS.
YOU MAKIN' A MOVE ON THAT SCUM THAT'S BEEN MAKIN' YOU LOOK BAD?
IN A WAY, YES.
GOOD. I'D LIKE TO GET A LITTLE PAYBACK IN MYSELF.
WELL, IT MAY NOT FIX THE DAMAGE THEY'VE DONE, BUT IF THIS WORKS OUT, WE'LL HAVE ALL THE PAYBACK WE NEED...
...AND MORE.

YEOW!
STOP, STOP!
I CAN'T CONCENTRATE ENOUGH TO NUDGE ANY-ONE.
YOU STUPID COW! YOU WANNA GET RUN OVER?
ALL THEIR THOUGHTS-- SO UGLY.
YO, MOMMY. YOU WANT TO DO SOME MODELING WORK?
GET AWAY FROM ME!
THIS IS HORRIBLE-- I'VE GOT TO GET AWAY FROM THEM.

CENTRAL PARK...
UNSEEN BY MOST OF THE DWELLERS OF MANHATTAN, THERE IS A FORTRESS IN THE PARK...
...THE CITADEL OF ONE OF THE MORE POWERFUL CREATURES ON THE QUANTUM PLANE.
HE'S CALLED SIMPLY... MULE.
HI, LITTLE SPY.
SSQUEE... SSS.
HSS... SSS... CHSS...! SSS.
CHASM'S LOOKING FOR A PRIZE, HMM?
WELL, ANYTHING THAT CHASM WANTS SO BAD MUST BE GOOD.
MAYBE IF I CAN GET HER, I CAN GET HIM.
I WISH I WASN'T STUCK ON THE SUBSTRATUM. IF I COULD ENTER THE HARD WORLD LIKE CHASM, IT WOULD BE A LOT EASIER.
IT'S HARD TO FIND SUCKERS CRAZY ENOUGH TO SEE ME AND GUNS WITH THE DTS LIKE LOUIS AGENTS.
BUT I GOT ONE THING I BEEN MEANING TO TRY.

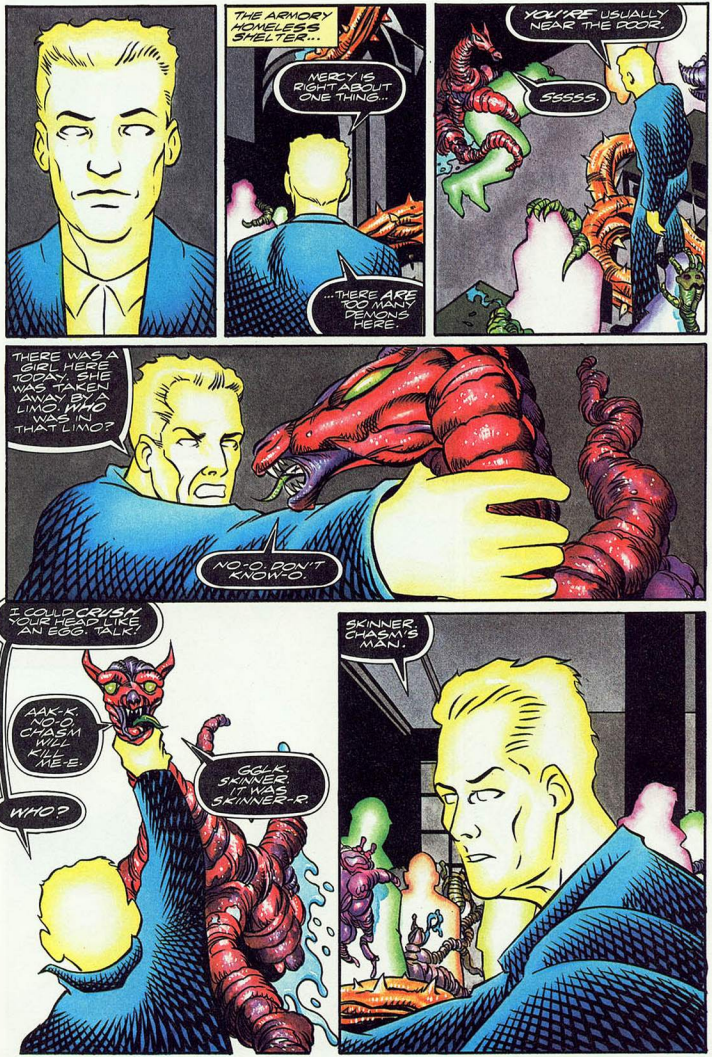
THE DELACORTE THEATRE, CENTRAL PARK...
TABAORI PERIZODA ARTABASA! RIPIRE PAOTZATA CORMEPETA!
UMELA CACAREJ! ASAPETA!
BALATANU OZOPAMA IABANAMADA!
YAAAH!
YIIII!
AAAAH!

W-WHO ARE YOU?
WHO WERE YOU CALLIN'?
OUR DARK LORD, THE ALL-POWERFUL BELIAL.
WELL, YOU GOT 'IM. AND I'M SO GLAD YOU GOT WORKED UP ENOUGH TO SEE ME.
UH, WE HAVE SOME BOONS TO ASK, MY LORD.
RIGHT. BUT FIRST I GOT SOME TASKS FOR YOU, MY LOYAL SERVANTS, BEFORE I GRANT YER WISHES. SO LISSEN UP...

AAAA...MPH!
KEEP HER QUIET!
SHUT UP, HO!
NOTHIN' MAN, SHE'S GOT NOTHIN'!
SHE'S GOT ENOUGH FOR ME.
UGH! WHAT IS THIS STUFF SHE'S WEARING?
MAN, THAT'S DISGUSTING!
STUPID HO!
C'MON MAN--LET'S GET OUTTA HERE!

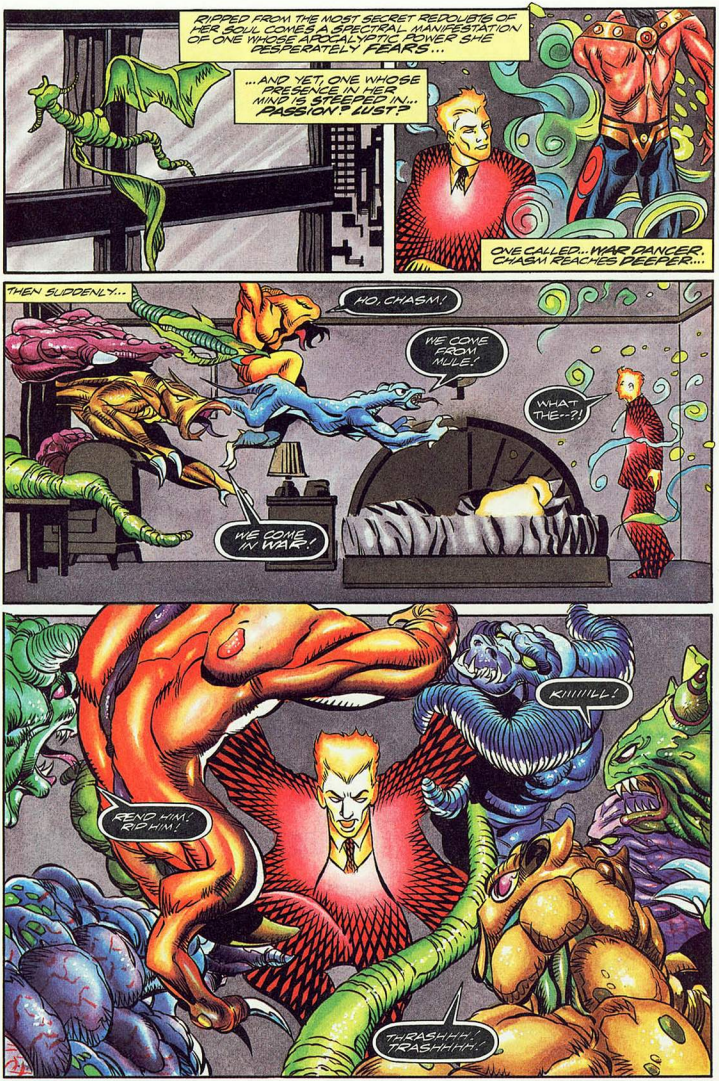
HI, MICHAEL.
GOOD MORNING, ADAM.
HERE'S THAT BOOK YOU ORDERED.
OH, WE SOLD ONE OF YOUR BOOKS IN THE STORE THE OTHER DAY--"OCCULTISM AND QUANTUM THEORY." THAT ONE SELLS THE BEST.
THANK YOU, ADAM.
SO HE WAS IN THERE! I ALWAYS HEAR HIM COME IN, BUT I NEVER HEAR HIM LEAVE.

NN-GH.
OH, NO. LOOK AT YOU, POOR GIRL.
MNN-UH.
C'MON, LET'S GET YOU TO A HOSPITAL.
YOU'LL BE OKAY, POOR KID.
THE NEXT EVENING, IN THE EMBASSY DINER...
SO, HOW ARE THINGS AT THE HOMELESS SHELTER, ELLIE?
WELL, THE FUNNIEST THING HAPPENED TODAY.
THE HOSPITAL SENT A GIRL OVER, AND WHILE WE WERE TRYING TO FIND HER A BED-- WE'RE SO CROWDED IN COLD WEATHER--
--SHE WANDERED OUTSIDE AND WAS PICKED UP BY A LIMOUSINE!
IT'S SO STRANGE. I HOPE SHE'S ALL RIGHT.
IT CERTAINLY IS STRANGE. I'LL WALK YOU BACK TO THE SHELTER.

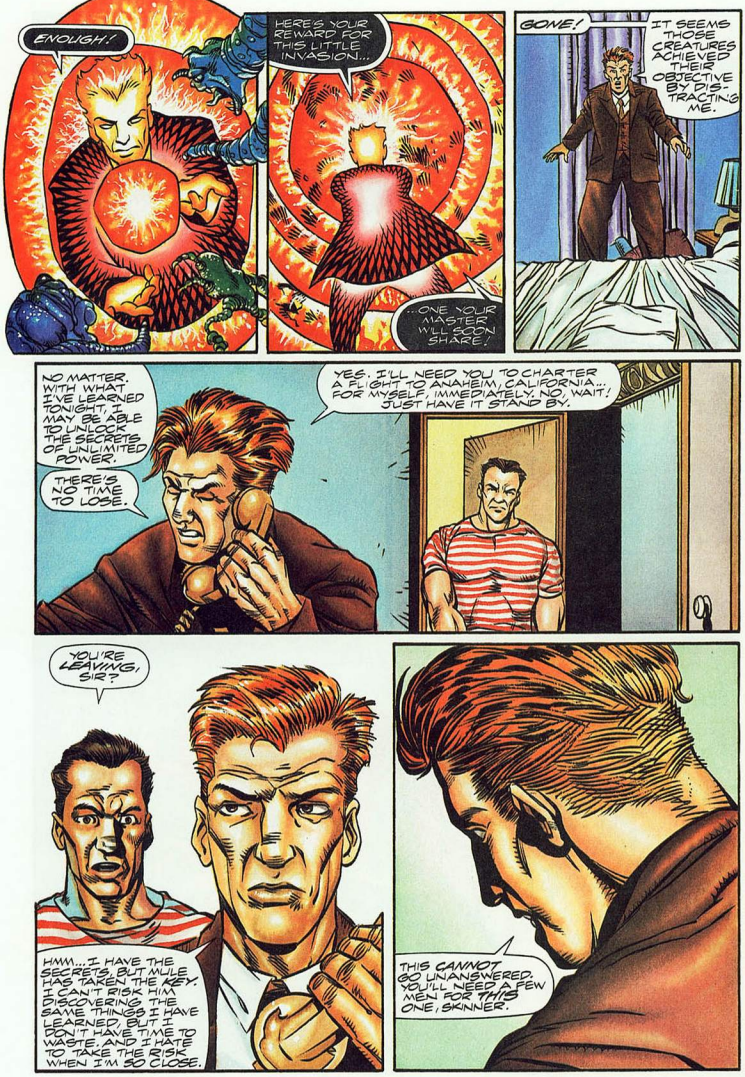

THE ARMORY HOMELESS SHELTER...
MERCY IS RIGHT ABOUT ONE THING..
...THERE ARE TOO MANY DEMONS HERE.
YOU'RE USUALLY NEAR THE DOOR.
SSSSS.
THERE WAS A GIRL HERE TODAY. SHE WAS TAKEN AWAY BY A LIMO. WHO WAS IN THAT LIMO?
NO-O. DON'T KNOW-O.
I COULD CRUSH YOUR HEAD LIKE AN EGG. TALK!
AAK-K. NO-O. CHASM WILL KILL ME-E.
WHO?
GULK. SKINNER. IT WAS SKINNER-R.
SKINNER. CHASM'S MAN.

THE MIDTOWN HOTEL...
THERE YOU GO, SLEEPING BEAUTY.
ALL RIGHT, BOSS, SHE'S UNDER. FROM WHAT THE DOC SAID, SHE SHOULD BE DREAMIN' ANY TIME NOW.
FINE, SKINNER. WAIT OUTSIDE, AND MAKE SURE I'M NOT DISTURBED.
"TO SLEEP, PERCHANCE TO DREAM, OR, WITH A LITTLE HELP, WE ENSURE THAT YOU DREAM.
NOW, LET'S SEE WHAT'S IN THAT HEAD OF YOURS!

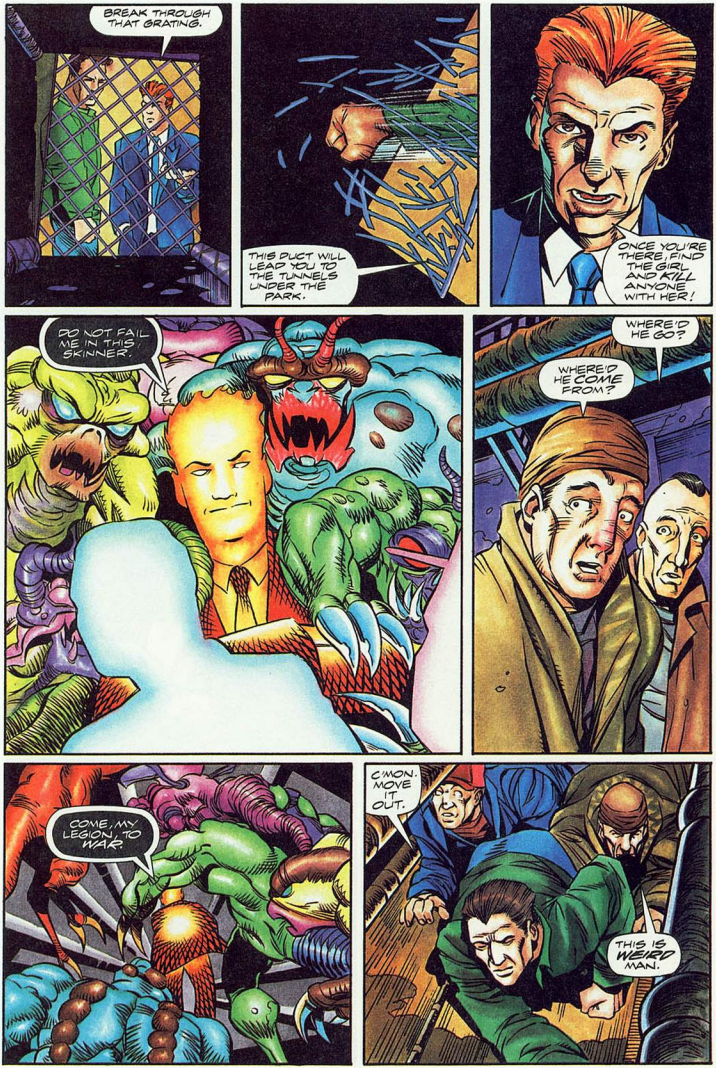
REACHING DEEP CHASM TOUCHES HER ESSENCE, COMING THE SWIRLING IMAGES OF HER DREAMS OUT INTO THE ROOM AROUND HIM..
...LAYING BARE THE LANDSCAPE OF HER ID.
WALKING THE WORLDS OF HER DREAMS, HE LEARNS OF A PLACE BEYOND THE IMAGINARY LIMITS OF REALITY...
...AND OF THE ONES, LIKE HER, WHO HAVE ENTERED THEREIN AND GAINED GREAT POWER.


RIPPED FROM THE MOST SECRET REDOUBTS OF HER SOUL COMES A SPECTRAL MANIFESTATION OF ONE WHOSE APOCALYPTIC POWER SHE DESPERATELY FEARS...
...AND YET, ONE WHOSE PRESENCE IN HER MIND IS STEEPED IN... PASSION? LUST?
ONE CALLED... WAR DANCER. CHASM REACHES DEEPER....
THEN SUDDENLY...
HO, CHASM!
WE COME FROM MULE!
WHAT THE--?!
WE COME IN WAR!
KIIIIILL!
REND HIM! RIP HIM!
THRASHHH... THRASHHHH...

OH, NO! THEY DIDN'T TELL ME THIS PLACE WOULD BE GUARDED!
I'M OUTTA HERE!
HEY, RUNT! WHO DIDN'T TELL YOU? GET BACK HERE!
I CAN'T BELIEVE THAT WORKED!
HURRY UP! QUIET!
THERE SHE IS! LET'S GET HER!
C'MON! LET'S GET OUTTA HERE BEFORE THAT BIG GUY COMES BACK!
KILL YOU!
SLASHHH YOU!


ENOUGH!
HERE'S YOUR REWARD FOR THIS LITTLE INVASION...
..ONE YOUR MASTER WILL SOON SHARE!
GONE!
IT SEEMS THOSE CREATURES ACHIEVED THEIR OBJECTIVE BY DISTRACTING ME.
NO MATTER. WITH WHAT I'VE LEARNED TONIGHT, I MAY BE ABLE TO UNLOCK THE SECRETS OF UNLIMITED POWER.
THERE'S NO TIME TO LOSE.
YES. I'LL NEED YOU TO CHARTER A FLIGHT TO ANAHEIM, CALIFORNIA... FOR MYSELF, IMMEDIATELY. NO, WAIT! JUST HAVE IT STAND BY.
YOU'RE LEAVING, SIR?
HMM... I HAVE THE SECRETS, BUT MULE HAS TAKEN THE KEY. I CAN'T RISK HIM DISCOVERING THE SAME THINGS I HAVE LEARNED, BUT I DON'T HAVE TIME TO WASTE, AND I HATE TO TAKE THE RISK WHEN I'M SO CLOSE.
THIS CANNOT GO UNANSWERED. YOU'LL NEED A FEW MEN FOR THIS ONE, SKINNER.

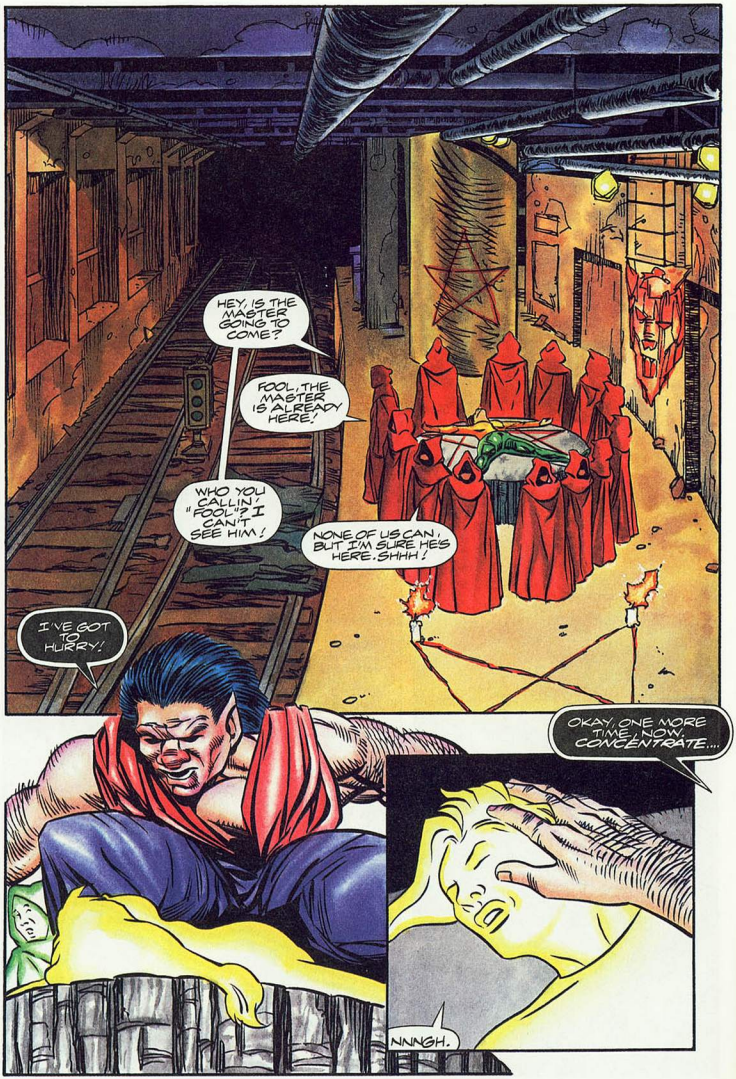
UNDERNEATH THE STREETS OF MANHATTAN LIES A GREAT NETWORK OF TUNNELS.
MANY ARE IN CONSTANT USE...
SOME ARE ABANDONED...
AND A FEW ARE FORGOTTEN...
THESE ARE SKINNER'S INTENDED DESTINATION.
HUH. MUST'VE TAKEN A WRONG TURN...
NO, SKINNER, YOU'VE FOLLOWED MY DIRECTIONS PERFECTLY.
AAH!

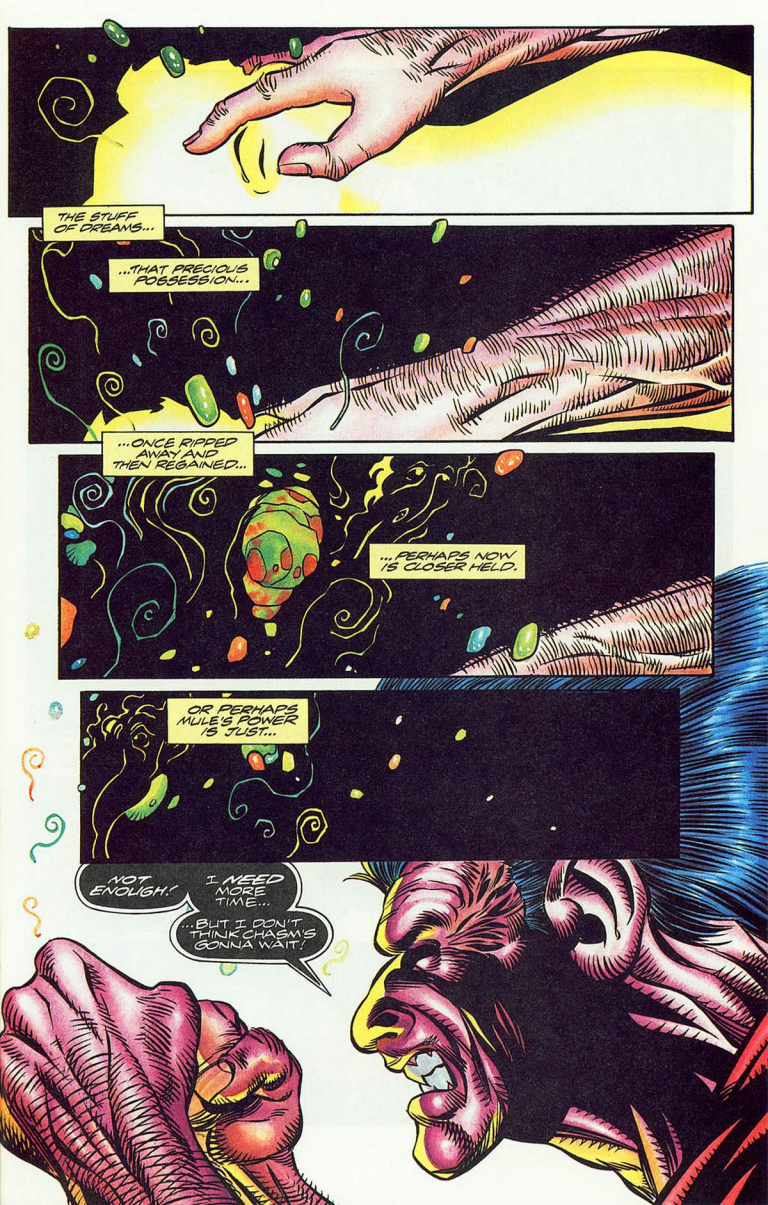

BREAK THROUGH THAT GRATING.
THIS DUCT WILL LEAD YOU TO THE TUNNELS UNDER THE PARK.
ONCE YOU'RE THERE, FIND THE GIRL AND KILL ANYONE WITH HER!
DO NOT FAIL ME IN THIS, SKINNER.
WHERE'D HE GO?
WHERE'D HE COME FROM?
COME, MY LEGION, TO WAR.
C'MON. MOVE IT OUT.
THIS IS WEIRD, MAN.

WE ARE WELL INTO MULE'S TERRITORY.
IF I WERE HE, I WOULD ATTACK...
NOW!

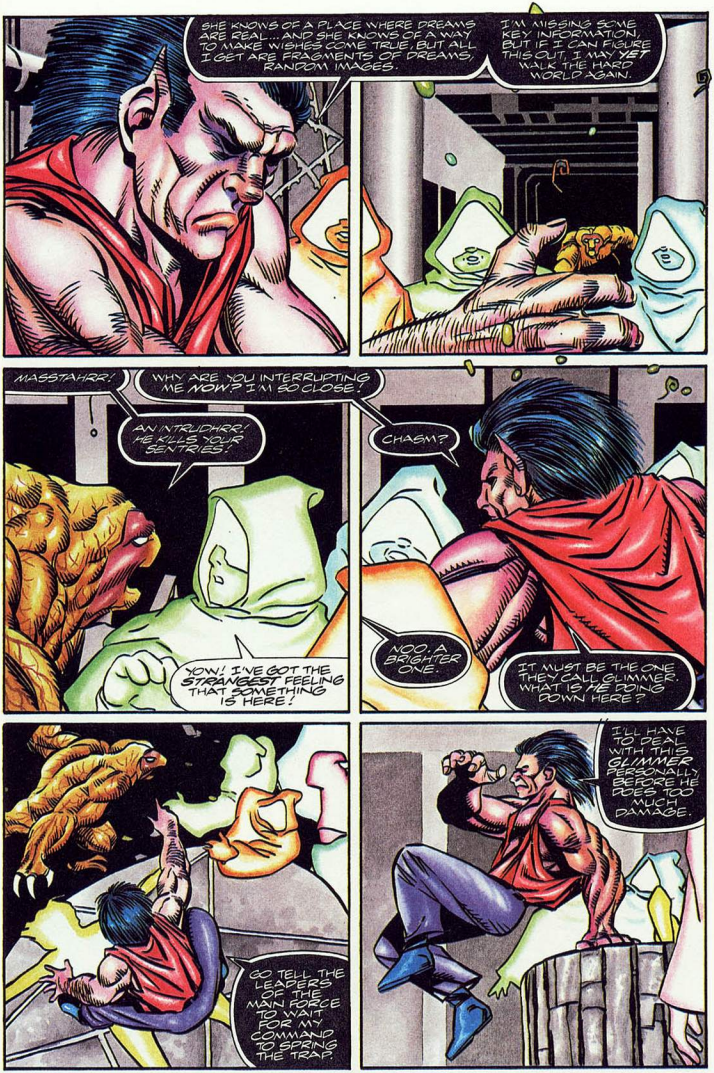
SLAUGHTERRR!
THIS IS NOTHING.
I WAS EXPECTING A MUCH LARGER FORCE.
STRIP YOURRR BONES!
I DON'T THINK SO.
THOUGH CONSIDERING THAT MULE HAS RECRUITED HUMAN HELP, I'D PREFER A BITE FROM A DEMON...
...TO A MAN IN THE SHADOWS WITH AN UZI.
FORWARD!
PRESS THE ATTACK!

AWRIGHT, FINALLY! NOW WE GOT TO FIND THOSE WEIRDOS.
FIND THEM, AND TEN TO ONE WE FIND THE GIRL.
MAN, THIS PLACE LOOKS LIKE NOBODY'S BEEN DOWN HERE IN A HUNDRED YEARS.
WE'RE NOT GONNA FIND ANYTHING.
AND I NEVER HAD THE CREEPS SO BAD IN MY LIFE.
STOP YOUR WHINING!
THE "CREEPS," I DON'T BELIEVE THIS!
BUT I KEEP LOOKING OVER MY SHOULDER, THINKING SOMETHING'S THERE.
YEAH, IT FEELS LIKE WE'RE BEING WATCHED.
IF YOU EVEN THINK ABOUT CUTTING OUT ON ME, I'LL GIVE YOU SOMETHING TO REALLY BE AFRAID OF!


HEY, IS THE MASTER GOING TO COME?
FOOL, THE MASTER IS ALREADY HERE!
WHO YOU CALLIN' "FOOL"? I CAN'T SEE HIM!
NONE OF US CAN, BUT I'M SURE HE'S HERE. SHHH!
I'VE GOT TO HURRY!
OKAY, ONE MORE TIME, NOW, CONCENTRATE...
NNNGH.


THE STUFF OF DREAMS...
...THAT PRECIOUS POSSESSION...
...ONCE RIPPED AWAY AND THEN REGAINED...
...PERHAPS NOW IS CLOSER HELD.
OR PERHAPS MULE'S POWER IS JUST...
NOT ENOUGH!
I NEED MORE TIME...
...BUT I DON'T THINK CHASM'S GONNA WAIT!

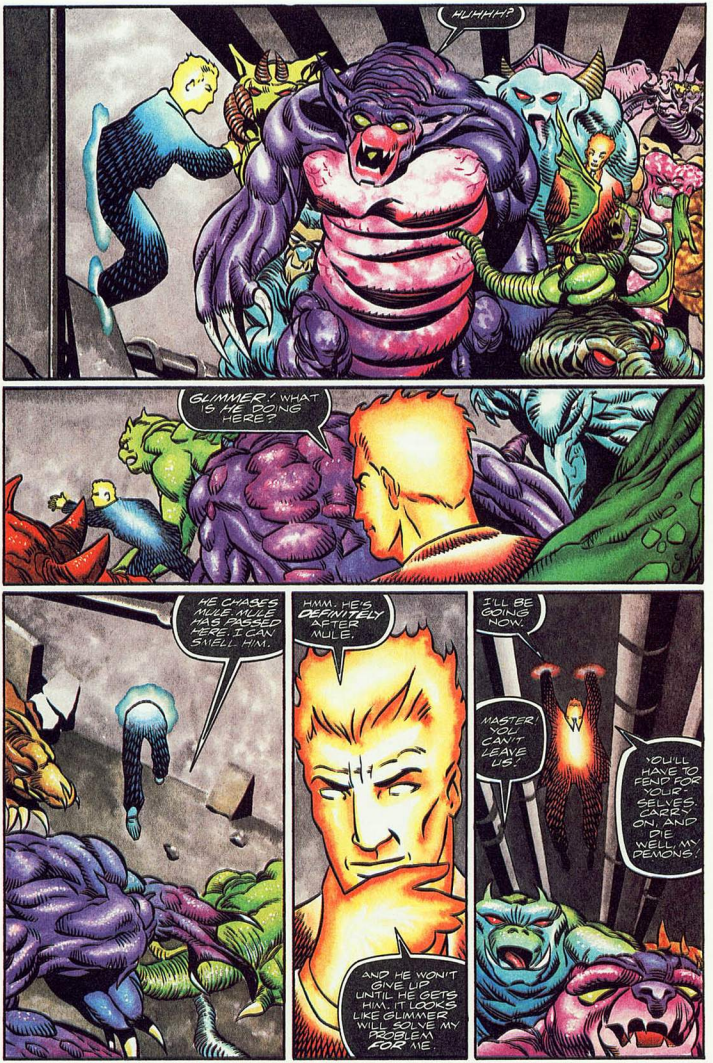
A STEAM TUNNEL NEAR CENTRAL PARK...
HMM. I SEEM TO FEEL A PRESENCE.
ALL RIGHT! ONE OF YOU THINGS SHOW YOUR FACE!
LOOK-- IT'S GLARE!
GREAT! I'VE BEEN QUESTIONING YOUR BUDDIES ALL OVER TOWN!
YAAARGH!
SSSS!
NOW TALK! WHERE IS SKINNER?
COME ON. TALK!

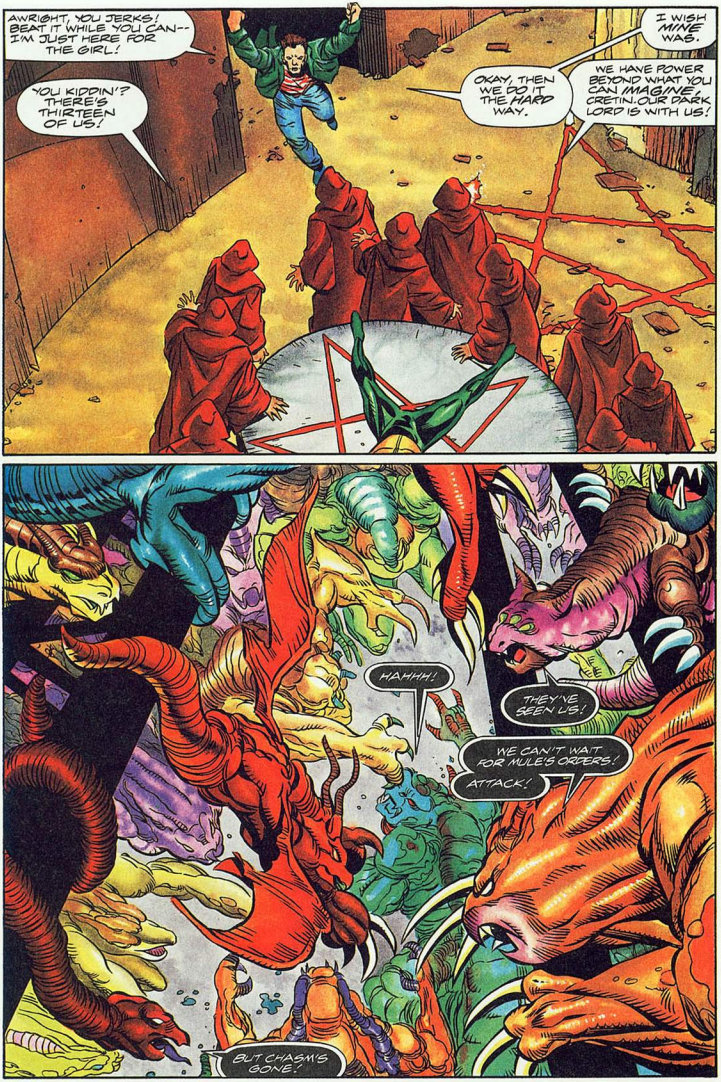

SHE KNOWS OF A PLACE WHERE DREAMS ARE REAL... AND SHE KNOWS OF A WAY TO MAKE WISHES COME TRUE, BUT ALL I GET ARE FRAGMENTS OF DREAMS, RANDOM IMAGES.
I'M MISSING SOME KEY INFORMATION, BUT IF I CAN FIGURE THIS OUT, I MAY YET WALK THE HARD WORLD AGAIN.
MASSTAHRR!
WHY ARE YOU INTERRUPTING ME NOW? I'M SO CLOSE!
AN INTRUDHRR! HE KILLS YOUR SENTRIES!
WOW! I'VE GOT THE STRANGEST FEELING THAT SOMETHING IS HERE!
CHASM?
NOO, A BRIGHTER ONE.
IT MUST BE THE ONE THEY CALL GLIMMER. WHAT IS HE DOING DOWN HERE?
GO TELL THE LEADERS OF THE MAIN FORCE TO WAIT FOR MY COMMAND TO SPRING THE TRAP.
I'LL HAVE TO DEAL WITH THIS GLIMMER PERSONALLY, BEFORE HE DOES TOO MUCH DAMAGE.

THIS IS PROCEEDING WELL.
I CAN'T WAIT TO GET FINISHED, SO I CAN FINALLY LEAVE. I JUST HAVE TO MAKE SURE THE GIRLS KNOWLEDGE DOESN'T FALL INTO THE WRONG HANDS.
HOWEVER, AT THE RATE *THIS* IS GOING, I MAY NOT EVEN HAVE TO KILL HER.
MULE OBVIOUSLY UNDERESTIMATED MY STRENGTH.

NOOO--AKK!
I MUST BE GETTING CLOSE TO YOUR MASTER BY NOW.
LOOKING FOR ME?
I AM MULE.
WE HAVE A COMMON ENEMY.... TOGETHER WE COULD SEE TO IT THAT HIS FLAME IS PUT OUT FOREVER.
I DON'T MAKE DEALS WITH DEMONS--OR THEIR MASTERS.
THAT WAS THE WRONG ANSWER.
I CAN'T TAKE THIS ANYMORE. I'M AS JUMPY AS A TURKEY AT THANKSGIVING.
YEAH. ME, TOO. I KEEP THINKING I SEE THINGS OUT OF THE CORNER OF MY EYE, BUT WHEN I LOOK... THERE'S NOTHING THERE.

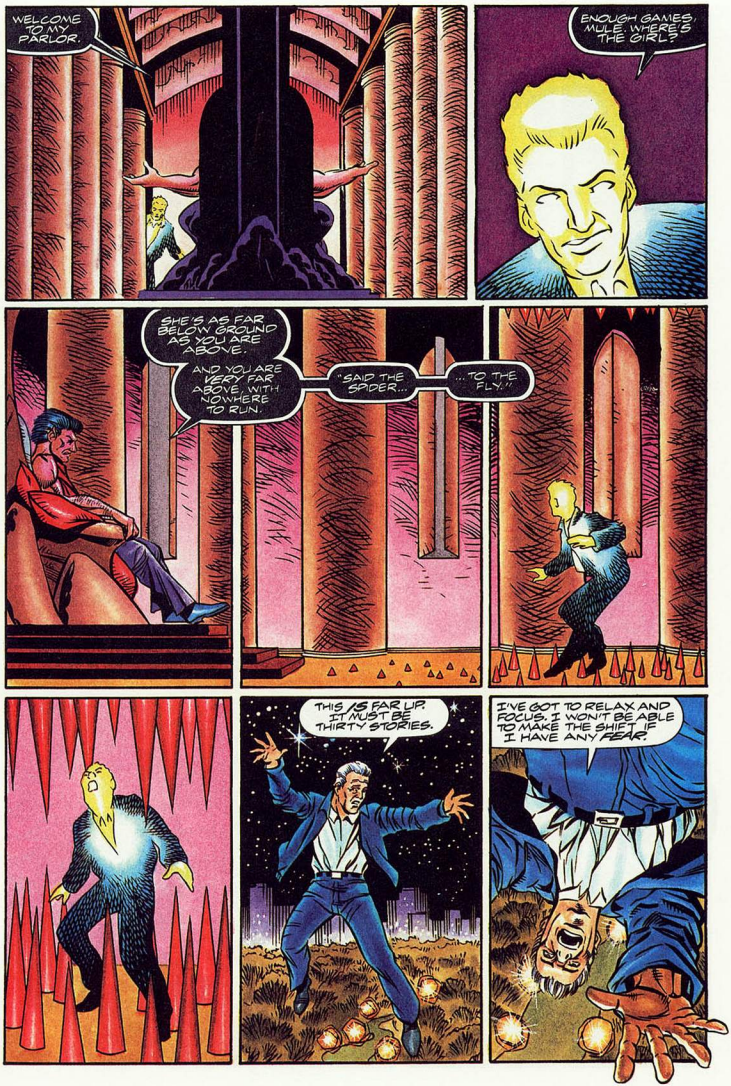
I DON'T HAVE TIME FOR YOU WHINERS! WE MAY HAVE A LOT OF GROUND TO COVER, SO LET'S GET MOVING!
I'LL GET MOVING ALL RIGHT....
I'M OUTTA HERE!
ME, TOO!
YOU LOUSY BUNCH OF WIMPS. WHEN I GET A CHANCE, I'M GONNA BUST YOUR FRIGGIN' HEADS!
IF YOU THINK THIS IS GOING TO STOP ME, MULE, YOU'RE SORELY MISTAKEN.
THIS IS HIS TURF. HE MUST KNOW WHERE THE GIRL IS.
AND HE'LL TELL ME, IF I HAVE TO BEAT IT OUT OF HIM.

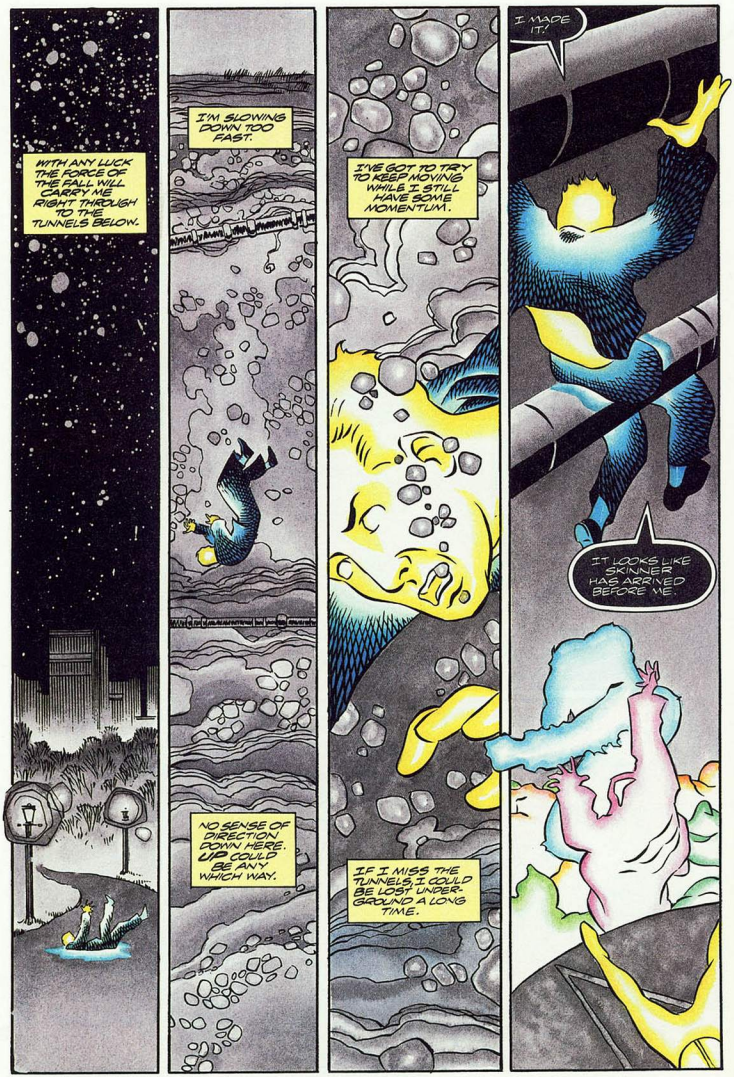

HUHHH?
GLIMMER! WHAT IS HE DOING HERE?
HE CHASES MULE. MULE HAS PASSED HERE. I CAN SMELL HIM.
HMM. HE'S DEFINITELY AFTER MULE.
AND HE WON'T GIVE UP UNTIL HE GETS HIM. IT LOOKS LIKE GLIMMER WILL SOLVE MY PROBLEM FOR ME.
I'LL BE GOING NOW.
MASTER! YOU CAN'T LEAVE US!
YOU'LL HAVE TO FEND FOR YOURSELVES, CARRY ON, AND DIE WELL, MY DEMONS.


AWRIGHT, YOU JERKS! BEAT IT WHILE YOU CAN-- I'M JUST HERE FOR THE GIRL!
YOU KIDDIN'? THERE'S THIRTEEN OF US!
I WISH MINE WAS.
OKAY, THEN WE DO IT THE HARD WAY.
WE HAVE POWER BEYOND WHAT YOU CAN IMAGINE, CRETIN. OUR DARK LORD IS WITH US!
HAHHH!
THEY'VE SEEN US!
WE CAN'T WAIT FOR MULE'S ORDERS! ATTACK!
BUT CHASM'S GONE!

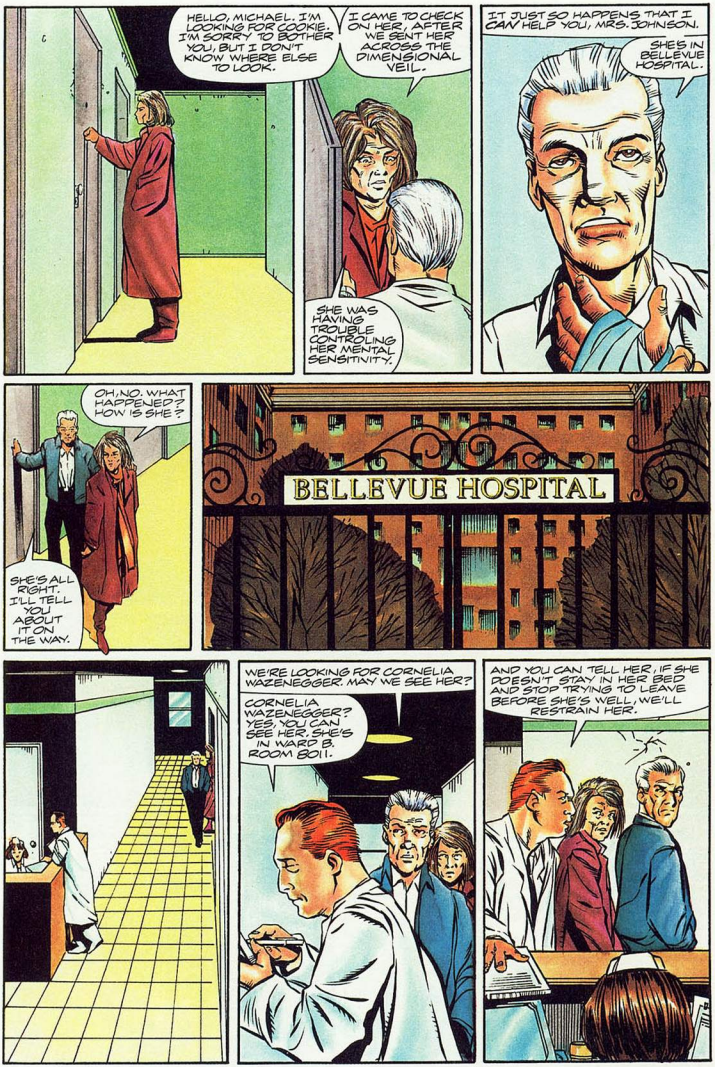
STOP! I'M ONLY LOOKING FOR THE GIRL. I KNOW SHE'S HERE!
YOU'RE NOT GOING TO GET AWAY FROM ME...
...NO MATTER HOW FAR YOU RUN!
HAVEN'T YOU ALWAYS WANTED TO KNOW WHAT WAS INSIDE THIS FORTRESS?
YOU'RE GETTING THE GRAND TOUR!
IT'LL BE THE LAST THING YOU EVER SEE.

YOU WERE AN IDIOT TO COME DOWN HERE ALONE!
I DIDN'T! AND IF I EVER GET MY HANDS ON THOSE GUYS, I'LL KILL THEM FOR THIS!
GEEZE, IT'S AS QUIET AS A MORGUE DOWN HERE, BUT I FEEL LIKE SOMETHING'S GOING ON.
KEEP RUNNING! IF SKINNER EVER CATCHES US, WE'LL BE HEADED FOR THE MORGUE.
WE ARE BETRAAAYED! THIS WILL NOT BE FORGOTTEN!
MASTERRR! SAVE USSS!


WELCOME TO MY PARLOR.
ENOUGH GAMES, MULE. WHERE'S THE GIRL?
SHE'S AS FAR BELOW GROUND AS YOU ARE ABOVE.
AND YOU ARE VERY FAR ABOVE, WITH NOWHERE TO RUN.
"SAID THE SPIDER...
...TO THE FLY."
THIS IS FAR UP. IT MUST BE THIRTY STORIES.
I'VE GOT TO RELAX AND FOCUS. I WON'T BE ABLE TO MAKE THE SHIFT IF I HAVE ANY FEAR.


WITH ANY LUCK THE FORCE OF THE FALL WILL CARRY ME RIGHT THROUGH TO THE TUNNELS BELOW.
I'M SLOWING DOWN TOO FAST.
NO SENSE OF DIRECTION DOWN HERE. UP COULD BE ANY WHICH WAY.
I'VE GOT TO TRY TO KEEP MOVING WHILE I STILL HAVE SOME MOMENTUM.
IF I MISS THE TUNNELS, I COULD BE LOST UNDERGROUND A LONG TIME.
I MADE IT!
IT LOOKS LIKE SKINNER HAS ARRIVED BEFORE ME.

AWRIDE, LES' GET YOU OUDDA HERE.
NOT JUST YET, SKINNER.
UH!
HERE'S ONE I OWE YOU!
OW!
I REMEMBER YOU. YOU'RE MRS. J'S FRIEND.
YES, A REMARKABLE WOMAN, MRS. JOHNSON.
WHAT ARE YOU DOING HERE?
I'LL EXPLAIN LATER.
WE'D BETTER GO, BEFORE HE GETS BACK ON HIS FEET.
AND YOU LOOK LIKE YOU COULD USE A DOCTOR.
I FEEL LIKE I'M UNDER CONTROL NOW. I SHOULD BE ABLE TO GO OUT INTO THE CITY AND KEEP FROM BEING OVERWHELMED BY THOUGHTS.


HELLO, MICHAEL. I'M LOOKING FOR COOKIE. I'M SORRY TO BOTHER YOU, BUT I DON'T KNOW WHERE ELSE TO LOOK.
I CAME TO CHECK ON HER, AFTER WE SENT HER ACROSS THE DIMENSIONAL VEIL.
SHE WAS HAVING TROUBLE CONTROLING HER MENTAL SENSITIVITY.
IT JUST SO HAPPENS THAT I CAN HELP YOU, MRS. JOHNSON.
SHE'S IN BELLEVUE HOSPITAL.
OH, NO. WHAT HAPPENED? HOW IS SHE?
SHE'S ALL RIGHT. I'LL TELL YOU ABOUT IT ON THE WAY.
BELLEVUE HOSPITAL
WE'RE LOOKING FOR CORNELIA WAZENEGGER. MAY WE SEE HER?
CORNELIA WAZENEGGER? YES, YOU CAN SEE HER. SHE'S IN WARD B, ROOM 8011.
AND YOU CAN TELL HER, IF SHE DOESN'T STAY IN HER BED AND STOP TRYING TO LEAVE BEFORE SHE'S WELL, WE'LL RESTRAIN HER.

THIS IS BOI!, BUT SHE'S GONE!
WHEN I SAW HER YESTERDAY, SHE WAS DOING ALL RIGHT, BUT THERE'S SOMETHING EATING AT THAT GIRL...
HUH
HOW DO YOU KNOW?
I KNOW. WE'D BETTER TAKE A LOOK AROUND. SHE MAY NOT HAVE GOTTEN FAR.
I'LL CHECK OUTSIDE.
OKAY.
OH, COOKIE! WHERE ARE YOU?!
I LOOKED AROUND OUTSIDE AND IN THE LOBBY, BUT NO LUCK.
I CHECKED THIS FLOOR AND THE STAIRWELL. I DIDN'T SEE HER, BUT IT OCCURED TO ME -- SHE COULD HAVE MENTALLY FORCED ME TO LOOK THE OTHER WAY.
WITH HER ABILITIES, IF SHE DOESN'T WANT TO BE FOUND, WE DON'T HAVE MUCH OF A CHANCE.
I'M AFRAID SOMETHING MAY BE WRONG WITH HER...
...AND IT SCARES ME!
"FOXHUNT" CONTINUES IN THE BOOM GUYS #1!

NEXT ISSUE: GLIMMER VS. LURK IN "BUMP IN THE NIGHT!"

letters TO THE EDITOR

DEFIANT welcomes your comments.

Please address all mail to:
Letters to the Editor
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232 Madison Avenue
New York, NY 10016

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Dear Jim Shooter and Company,
Reading the second issue of *DARK DOMINION*, I can't shake the feeling that I'm witnessing the start of a new era in the comic book industry. *DARK DOMINION* has, in a mere two issues, established what would have taken others at least ten times as long: an intriguing new world called the quantum substratum, full of hideous monsters, and a strong and well-shaped protagonist.

I love the aspect of horror you've been adding to this book. It reminds me of those classic [Neil] Gaiman stories—yes, that's one hell of a compliment, but you deserve it—completely grasping me in a firm, but nevertheless gentle, grip, enabling me to close my eyes and *experience* the book, instead of just reading it.

The fear versus boldness is a nice theme, despite the opinion of Tue Sorensen in the second issue's Letters column. I feel this won't become as simple a theme as good versus evil or light versus darkness. Now that Chasm has surfaced on Earth, Michael sure is in for a whole lot more than he bargained for, adding another nice twist to the already interesting story.

Olav Beemer
Zeist, The Netherlands

Dear DEFIANT,
Now this is truly astounding: Nothing happened in *DARK DOMINION* #2! There were no major conflicts or climaxes. All through the issue, Michael Alexander simply walked about, almost in a haze, searching for Mercy and feeling burdened with the responsibility of his powers and depressed about the futility of it all.

And then, when things seemed most hopeless, CNN made the difference in his humor by revealing the real identity of Chasm.

In this issue you conveyed a mood with which I think many people are familiar. And you let this be the theme of the issue, while retaining the erstwhile setting.

This way of structuring *DARK DOMINION* #2 impressed me very much. You have, contrary to what I feared, not restrained yourself to depicting battles between light and darkness. You have, in line with what I said in my first letter to you, indeed used the demonic Manhattan as merely a starting point, a setting in which to let other types of tales unfold.

You have, to my delight, proven that there's more to this title than meets the eye.

Defiantly,
Tue Sorensen
Copenhagen, Denmark

Dear Mr. Shooter,
Today I did something I've never done before and that I never thought I would do—I bought an entire box of trading cards! I haven't had any interest in collecting cards since my early youth, except for, ironically enough, a terrible ordeal trying to collect the entire Valiant Era set. So why did I do it? Why did I shell out $28 of my hard-earned cash? Because I just had to read *DARK DOMINION* #0!

I have lived in the fear and loathing that is New York City for nearly seven years, and having seen the effects of this city on normal, sane people (who come here trying to make a name for themselves, yet sometimes barely end up making a living), I looked forward to the first issue of *DARK DOMINION* as soon as I read your plot synopsis in *WARRIORS OF PLASM*. Although I was at first disappointed by the absence of Steve Ditko, Joseph James was a welcome replacement, paying lovely homage to Mr. Ditko's style. And the painted colors really helped his artwork jump off the page! My

only problem was that I had little idea what was happening, since the Zero Issue card set wasn't available yet, and I hadn't been graced with a *Previews* comic book version, as I was with *PLASM*.
Who was this guy Michael Alexander? Where did he get his powers? Why was his best friend a bag lady named Mercy? Granted, it was a fascinating story, which is par for DEFIANT, but I felt like I had missed something. This was supposed to be the first issue, after all.

Anyway, I waited a few weeks, and finally my local comic shop received two boxes of the Zero Issue Trading Cards. After much debate and indecision, I broke down and bought one of the boxes (with the agreement that the owner would buy back any unopened packs if I put together the set and had leftovers). At first I decided to open only five packs a day, but within an hour I was frantically cutting open pack after pack after pack, trying to fill in all the blanks of the story. I especially enjoyed the character cards, because a lot of the characters hadn't been introduced in the comic book, and the critters on the backs of those cards were hilarious! (Have they invented a spray to get rid of "Sexualice" yet?) As I got through 25 packs, I began to fill in the gaps, while building quite an impressive stack of doubles.

Finally, with two packs left to go, I only needed one card to complete a full set. Although the odds of getting that card were ridiculous, I found two copies of it in the first pack I opened! I decided to bring the last pack back to the comic shop for resale, but then, a few hours later, changed my mind and opened it as well. To my surprise, there was a level-two chase card inside!

What I'm trying to relate to you with this letter is the fun, excitement, and pleasure that I've gotten from your fantastic idea of putting out comics in trading card form. I would strongly recommend buying a box of these cards to any comic collector who has felt let down by the comic industry lately, and has never before tried this novel approach.

Thanks for the best story ideas in comics. I know that I'll be reading your titles for a long time.

Sincerely,
Edward Douglas
New York, NY

P.S. I love *WARRIORS OF PLASM*, too, but I'll save that for another letter.

Dear DEFIANT,
It sure is nice to see DEFIANT developing as a comic book publisher. I just thought I'd drop you a quick note to let you know how I feel about your efforts so far.

I like all your titles, but I *love DARK DOMINION*! It's the best comic you publish! The writing by Len Wein is fantastic—I was hooked right off the bat. And with characters like Glimmer and Chasm and all those weird monsters and demons, how can you miss? While I can see that this series was designed with Steve Ditko in mind, I'm glad he's not drawing it. No offense to Steve, as I consider him ***the*** *Spider-Man* artist, but I just don't like his style nowadays. However, the artwork by Joseph James and inks by Steve Leialoha are *very much* to my liking!

Believe it or not, I like *DARK DOMINION* so much that I have decided to go ahead and get the *DARK DOMINION* Zero Issue binder and a box of cards (total cost = $55). Yes, that's what I said. I know I've written to you numerous times saying that I would *not* be getting any more of these card sets. But what can I say? I'm so intrigued by Chasm and Glimmer, I just *have* to know more about them and this crazy world of monsters and demons from the quantum plane! Who is Glimmer? Why was he picked to be "the Light"? He seems to have accepted his powers and responsibilities with no qualms. What happened? Who is Chasm? I definitely want *more*! So go ahead and laugh, Deborah, Ed, and Clark. You've got me *hooked* again!

David R. Dalton
Lawton, OK

Dear DEFIANT people,
When I first saw *DARK DOMINION*, I thought, "Cool cover," but that was about it. Then I found a copy for half-price in another store, so I thought I'd try it—and am I glad I did! It's one of the most innovative new comics in many a year. I like the idea of the demons having no power unless they are given in to. Not a totally new idea, but put forth in a new way.

I went back to the store and picked up issue #2, plus issue #1 of *THE GOOD GUYS*. You definitely are a company to watch! *THE GOOD GUYS* is *just plain fun*! Reading it made me feel like a kid again (as if I ever stopped!).

Keep up the great work. I'm a 33-year-old who still needs his imagination challenged, and *DARK DOMINION* and *THE GOOD GUYS* are the kinds of things I like to see!

Geoffrey Thomas
Lakewood, CO

Editor's Note: In Dark Dominion #3, we neglected to list Len Wein's writing credit. Our sincere apologies to Len and his numerous fans.

HERE IT IS!

WARRIORS OF PLASM™ Zero Issue

SPECIAL EDITION TIN SET

Authorized by DEFIANT™, The River Group Presents...
A True Limited Edition PLASM™ Collectible! Each Individually Numbered Set Features:

- A full-color, three-level embossed collectible tin, with a lid depicting the four main characters of PLASM!
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DEFIANT THE RIVER GROUP

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DEFIANT
1
MARCH
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CHARLEMAGNE
TM
Written by: Philip Nutman
Penciled by: Adam Pollina
ON SALE IN MARCH!
DEFIANT

Jim Shooter
EDITOR IN CHIEF

In Kansas City, when they say "please" and "thank you", they mean it.

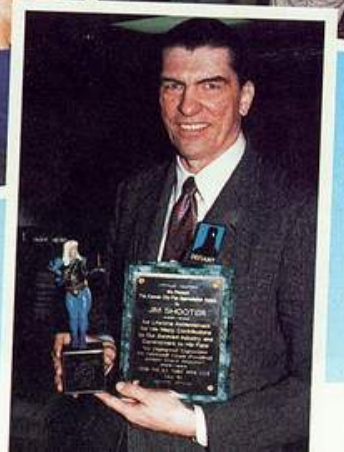
Recently I was a guest at the Kansas City Comics Convention, hosted by the Kansas City Comics Club, and it was simply the best convention I've attended in a decade. Con organizer Mike Worley treated me, Clark Smith, and the rest of Team DEFIANT with great kindness. People are sincerely nice there.

There were lots of other guests, of course. I don't want to slight anyone, but it was particularly nice to see Dick Ayers, Julie Schwartz, Murphy Anderson, and Curt Swan, four of the giants upon whose shoulders we stand. It was a great honor to receive the K.C. Comics Club's Fan Appreciation Award for Lifetime Achievement in front of some of the men from whom I learned my craft. Curt, in particular, taught me a great deal back in the '60s when he drew many of the *Superman*, *World's Finest Comics*, and *Legion of Super-Heroes* stories I wrote.

In addition to a plaque, the Club gave me a wonderful statue of Lorca, sculpted by Bud Bortner, which has become the centerpiece of my office.

Thanks, again, guys, for everything.

A few of the guests watch a presentation at one of the warmest, sincerest awards banquets in history.



A proud Jim Shooter shows off his awards.

Jim Shooter (above) with some of the other honorees including, from left, Murphy Anderson, Dick Ayers, Mike Worley, Curt Swan, Craig Dolich, and Bud Bortner.

Let me tell you something about Alan Weiss....

The average comics reader has never heard of Alan Weiss, because he's never worked for extended periods on high-profile series. He's worked on *Batman*, *The Avengers*, *Warlock*, and other marquee titles, but only on a project-by-project basis—picking his shots, working only on stories to which he could apply his art and his skills with *passion*. Among professionals, and among fans who have traced his career's circuitous path, Alan is very highly regarded as an artist and as a creator.

I think he may be the most creative person I've ever met—and, remember, I know or have known many of the all-time greats in comics and most of the current superstars.

Last year, when we were putting DEFIANT together, I ran into Alan in Denver. I told him what we were doing. He loved it. I asked him to help us build a universe. He accepted.

Alan had a concept for a character called "War Dancer," which dovetailed almost eerily into the universe concept of DEFIANT. War Dancer was, in fact, the missing lynchpin. As we've developed War Dancer, it has become the critical centerpiece of the Universe.

That was amazing for two reasons.

First, Alan has no lack of offers and opportunities. Second, Alan has never made a long-term commitment to a series, much less a Universe. As I said, he *has* to have passion for what he's doing, and that's meant a career-ful of one-shots and special projects—until *now*.

Watch for the powerful, apocalyptic, stunningly original superhero saga of *WAR DANCER*, starting—with passion—in February, and watch the DEFIANT Universe continue to unfold around it.

Lastly, I've been having some conversations with Rob Liefeld recently. Interesting...

Defiantly,

Jim Shooter
FYM

WARRIORS OF
PLASM
THE COLLECTED EDITION
Including
THE ZERO ISSUE
THE SEDITION AGENDA,
and
SPLATTERBALL

Ed Polgardy
ASSOCIATE EDITOR

You are holding in your hands the first part of a six-part *Mindfox* odyssey that will take Cookie Wazzenegger through the entire DEFIANT Universe.

If you noticed a couple of familiar names missing from the credits, don't worry: Len Wein, Joe James, and Tim Perkins are just taking a short break to catch their breath. Rest assured, they'll be back next issue.

In the meantime, Jim Shooter and Janet Jackson collaborated with Philip Nutman (the writer of the forthcoming *CHARLEMAGNE*) on the plot for the *Mindfox* storyline. Charlie Adlard (a British artist with a flair for the macabre) did a terrific job on the pencils, which were inked by Keith Wilson and painted by Oclair (our master colorist from São Paulo, Brazil). Janet Jackson also turned in a wonderful script for this issue, proving that she can *write* as well as she can color—and *that* is one heck of a compliment!

The *Mindfox* crossover will continue in *THE GOOD GUYS* #4, which ships February 22, 1994.

Then, in *DARK DOMINION* #5, we'll begin a two-part storyline that will pit Michael Alexander against *Lurk*, the Quantum manifestation of childhood fears. From what I've seen of this issue, Len Wein and Joe James have fashioned the most powerful *DARK DOMINION* story thus far. I'm sure you won't want to miss it.

And speaking of something you won't want to miss, if you're in the New York City area during the upcoming Great Eastern Convention (February 11,12, and 13, at the Jacob Javits Center), stop by the DEFIANT booth, and say hello. Jim Shooter, our editorial staff, and a number of our artists and writers will be there signing autographs and talking about their present and upcoming projects. Jim will also be giving his "How to Create Comics" seminar—a must-see for anyone with an interest in the comics medium.

If you can't make it to the convention, please keep those cards and letters coming. Reader response to what we've been doing has been, I'm happy to say, overwhelmingly positive. It's really important to us to hear what you think of our work. Your suggestions and comments are much appreciated.

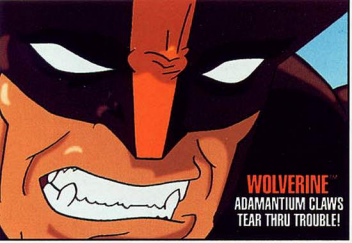
Stick with us. The best is yet to come!

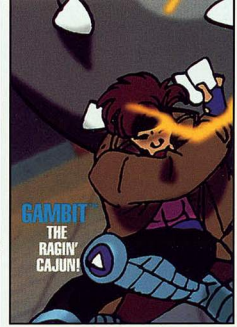
Ed Polgardy

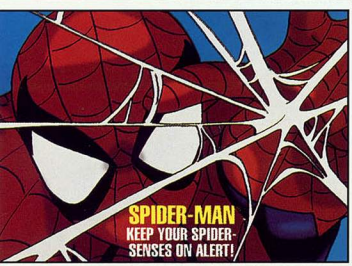
"Have you
been tweaked lately?"

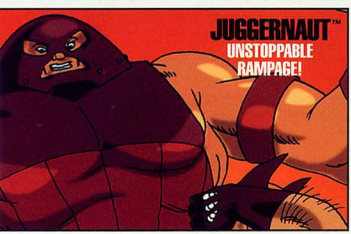
WARRIORS OF PLASM™

DEFIANT









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